ABSTRACT OF THE DISCLOSURE

A method for allowing faster data structure type checking. In one embodiment, successive type hierarchy references corresponding to a data object are cached within the data structure of the data object. The data structure may include a sub-root log to store successive supertypes (type hierarchy references) of the data structure type hierarchy. This allows for fast type checking as only the sub-root log need be accessed to determine class membership. In one embodiment, three fields are used to store the three successive references to a given type's supertype hierarchy. In an alternative embodiment, all references to a given type's supertype hierarchy may be stored in a type data structure. In another alternative embodiment, the number of type hierarchy references used may be dynamically determined at run time for a given application.

APPENDIX A

The exemplary pseudo-code below is an implementation for a JAVA language instruction to determine an object's type. The source object is ObjectX and the query type for checking is ClassY.

```
if (! (ClassY is array | ClassY is interface)) {
     // get the depth in type hierarchy
     DepthY = getClassDepth ( ClassY );
     // get type of instance ObjectX, jitted instructions start here
     ClassX = getClassType (ObjectX);
     if (ClassX = ClassY) // fastest path for common case
           return TRUE;
retry:
     DepthX = getClassDepth (ClassX);
     // get the slot index in superclasses cache array,
     // here we use three slots for type hierarchy cache,
     // slot #0 for its father type, #1 for father's father,
     //#2 for father's father's father
     index = Depth X - Depth Y;
     if (index \leq 0)
          return FALSE;
     //SLOT_NUMBER = = 3
     if (index > SLOT_NUMBER) { // not cached here
             // recursively get father's father's father type
             ClassX = getSlot (SLOT_NUMBER -1);
             goto retry;
// get the cached type for real comparison
      getSlot(index - 1) = = ClassY;
}
```